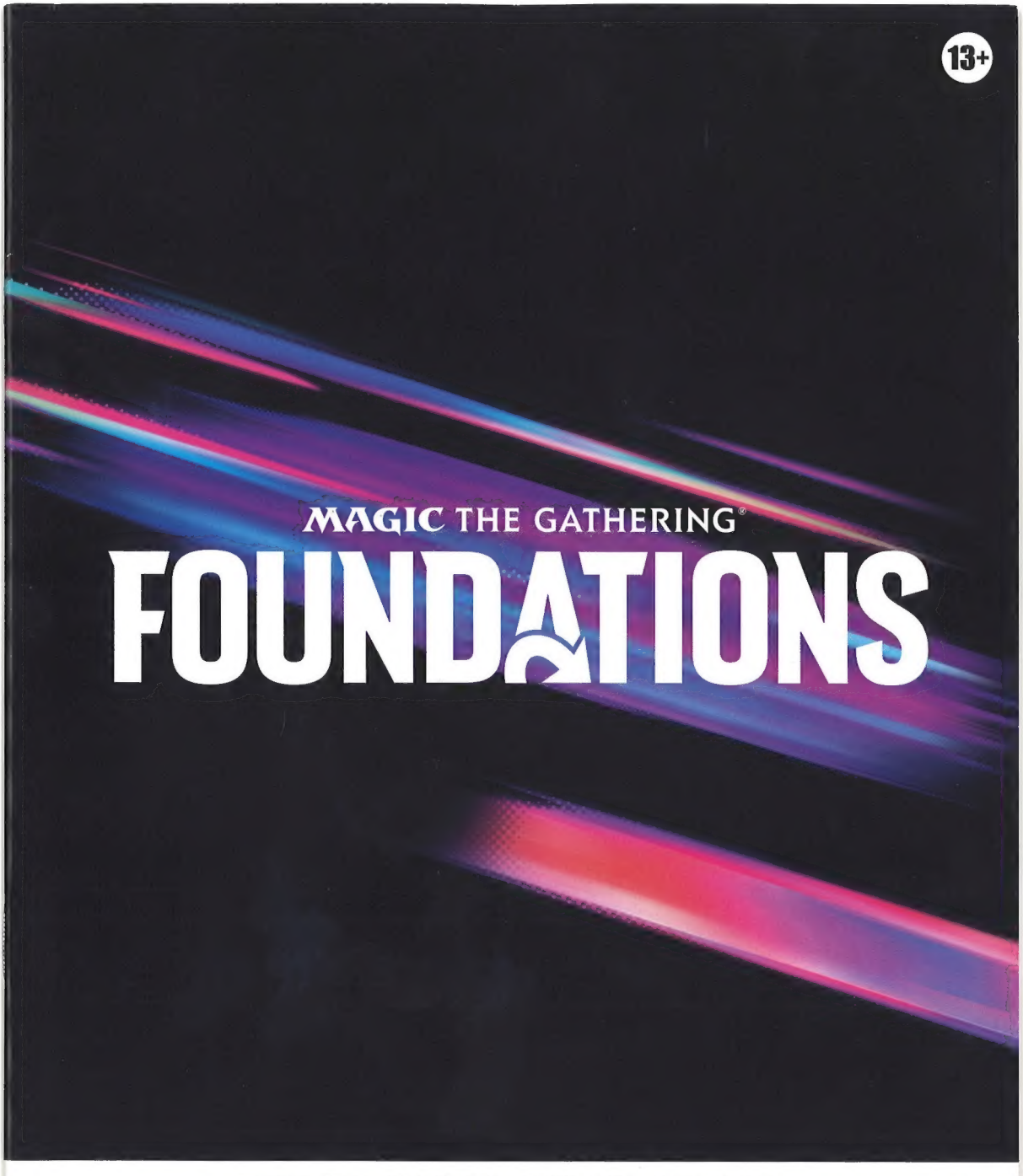

RULES REFERENCE GUIDE

HOW TO USE THIS REFERENCE GUIDE

Welcome to the world of *Magic: The Gathering*®! This is an introduction to *Magic*™ fundamentals and a few more advanced concepts that you'll encounter. By now, you should have finished your first game. (If you haven't yet, grab a friend and go do that now using the Quick Start Guides.)

There's no need to read this guide cover to cover. The best way to learn about *Magic* is to play more games! This Beginner Box includes ten 20-card packets for you to explore. To create a deck, take two packets and shuffle them together into a single deck. Mix and match, see each color's strengths (and weaknesses), and learn how different types of cards interact. Refer to this booklet as you have questions or want to know more.

If you prefer to learn digitally, find video tutorials and an interactive experience at **LearnMTG.com**.

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SECTION 1: THE BASICS

ANATOMY OF A *MAGIC* CARD

CARD NAME

TYPE LINE: The card's type is found here. Card types include creature, artifact, enchantment, land, planeswalker, instant, and sorcery. Some cards also have more specific subtypes after a dash. For example, Shivan Dragon is a creature with the creature type Dragon.

TEXT BOX: This is where a card's abilities appear. Italicized reminder text that helps explain what the card does also appears here. At the bottom of some text boxes, you'll find flavor text that illustrates the *Magic* world and story but doesn't impact game play.

MANA COST: Mana is the resource used to cast spells in *Magic*, and it is usually produced by lands. This is the cost to cast the spell. The colored symbols in the cost correspond to one of the five colors of mana, and the number in the gray circle is generic mana that can be paid with mana of any type. For example, Shivan Dragon costs {4}{R}{R} to cast. The {R}{R} must be paid with two red mana, and the {4} can be paid with any type of mana, for a total of six mana.

EXPANSION SYMBOL: This symbol tells you which set the card is from and what the rarity of the card is. Black expansion symbols indicate common cards, silver indicates uncommons, gold indicates rares, and red-orange indicates mythic rares.

POWER & TOUGHNESS: Found on creature cards, power (the first number) is how much damage a creature deals in combat. Toughness (the second number) is how much damage must be dealt to a creature in a single turn to destroy it.

CARD TYPES

Different types of cards have different rules for how you play them and what they do during a game.

PERMANENTS: The term "permanent" refers to any card or token that goes on the battlefield. Lands, creatures, artifacts, enchantments, and planeswalkers are all permanents, while instants and sorceries are not.

LAND: Land is the only type of card in *Magic* that you don't cast as a spell. To play a land, you put it onto the battlefield from your hand. You can play one land during each of your turns. You can tap most lands to add mana that you can then spend to cast spells, although some lands might have other abilities as well.

BASIC LANDS

NONBASIC LANDS

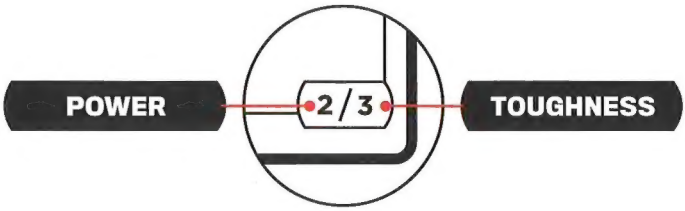
Rogue's Passage
Land
{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.
Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.
Jungle Hollow
Land
This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {B}.

CREATURE: Creatures attack and block in combat and often have other abilities that impact the game.

CREATURES

Llanowar Elves
Creature — Elf Druid
: Add .
The elves of the Llanowar forest have defended it for generations. It is their sacred duty to keep outside influences from corrupting their ancestral home.
1/1
Twinflame Tyrant
Creature — Dragon
Flying
If a source you control would deal damage to an opponent or a permanent an opponent controls, it deals double that damage instead.
"Job only paid enough for one head. I'm out."
—Peren, veteran mercenary
3/5

A creature's power and toughness are found in the lower right corner of the card. Power (the first number) is how much damage the creature deals in combat. Toughness (the second number) is how much damage must be dealt to the creature in a single turn to destroy it.



You can't attack with a creature or activate any of its abilities on the turn it enters the battlefield. This is informally known as "summoning sickness." Summoning sickness wears off as you begin a turn with a creature under your control. Any untapped creature can block, even if it just entered on the last turn.

ARTIFACT: Artifacts are permanents that represent relics, weapons, and other magical objects. Some artifacts are also creatures and can attack and block. You can tap artifacts to activate their abilities as soon as you control them, unless they're also creatures, in which case summoning sickness applies.

An Equipment is a subtype of artifact that can attach to creatures. Each Equipment enters unattached. You can then use its equip ability to attach it to a creature you control, giving it stat bonuses, new abilities, or both! You can use the equip ability to strategically move the Equipment around during your turn. If the equipped creature leaves, the Equipment stays behind, ready to be equipped again!

ENCHANTMENT: Enchantments represent magical incantations, impacting the game in a variety of ways. An Aura is a subtype of enchantment that attaches to other permanents and occasionally even to players. As you cast an Aura spell, its enchant ability tells you what to choose as a target. Auras will often enchant a creature, but they can enchant nearly anything! If an enchanted permanent leaves the battlefield, the Aura is put into its owner's graveyard.

Pirate's Cutlass
Artifact — Equipment
When this Equipment enters, attach it to target Pirate you control.
Equipped creature gets +2/+1.
Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

ARTIFACT

Goblin Oriflamme
Enchantment
Attacking creatures you control get +1/+0.
"It was difficult to tell whether the piles of gore within their warrens were mere trash heaps, sacred altars, or warnings."
—Sarpadian Empires, vol. IV

ENCHANTMENT

PLANESWALKER: Planeswalkers are powerful allies who help you with their abilities. They enter the battlefield with loyalty counters equal to the starting loyalty in the bottom right corner of the card. For each planeswalker you control, you may activate one of its loyalty abilities each turn during your main phase by adding or removing the specified number of loyalty counters from it. Planeswalkers can be attacked, and damage dealt to a planeswalker causes that many loyalty counters to be removed.

If your planeswalker is attacked, you can use your creatures to block, just like you do when you're attacked. A planeswalker that has no loyalty counters is put into its owner's graveyard.

Ajani, Caller of the Pride
Legendary Planeswalker — Ajani
+1: Put a +1/+1 counter on up to one target creature.
−3: Target creature gains flying and double strike until end of turn.
−8: Create X 2/2 white Cat creature tokens, where X is your life total.
4

PLANESWALKER

SORCERIES AND INSTANTS: Sorceries and instants have a one-time effect and then are put into the graveyard.

SORCERY: You may cast a sorcery only during your main phase and only while no other spell or ability is waiting to resolve.

INSTANT: You may cast an instant any time, including in response to another spell (so the instant happens first) or during an opponent's turn. See "Responding to Spells and Abilities" on page 15 for more information.

Zombify
Sorcery
Return target creature card from your graveyard to the battlefield.
"The first birth celebrates life. The second birth mocks it."
—Mystic elder

SORCERY

Quick Study
Instant
Draw two cards.
At first, Johann was annoyed that the library had decided to reorganize itself. But he had to admit that storing the cookbooks in the cauldron made a certain kind of sense.

INSTANT

GAME ZONES

This Beginner Box includes two playmats, one for each player. Use them to help set up the play area for your games.

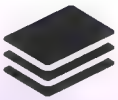
- **LIBRARY:** During the game, your deck is called your library. Each player draws cards from their own library.
- **GRAVEYARD:** Each player has their own graveyard. When cards are destroyed or discarded, put them into their owner's graveyard.
- **BATTLEFIELD:** Creatures and other permanents exist on the battlefield, a zone shared by all players. Combat happens on the battlefield, and some abilities trigger when a creature enters or leaves the battlefield.
- **LANDS:** Most players separate their lands from their creatures and other permanents, keeping their lands closer to them.
- **EXILE:** Some cards instruct players to exile cards. Those cards are set aside and are not on the battlefield or in the graveyard.
- **HAND:** Cards are played from a player's hand. Your hand should be kept secret from your opponent.

STARTING A GAME

To begin a game, each player chooses a deck and shuffles it. Each player starts at 20 life. A player wins when their opponent's life goes to 0.

Randomly decide who will play first. The player who goes first doesn't draw a card on their first turn. (If you're playing a best-of-three match, the losing player decides who plays first in the next game.)

OPENING HANDS: Both players draw seven cards. Finding the right balance of lands and spells to cast is key. As you're beginning, make sure you have at least two land cards and a creature card to start. If you don't, shuffle your hand back into your library and draw a new opening hand.



MULLIGANS: Once you've moved beyond training games, use the regular mulligan rules when drawing your opening hand. If you don't like your first seven cards for any reason, you can "take a mulligan" by shuffling those cards back into your library and drawing a new hand of seven cards. You can do this as many times as you want, but when you're done, you must put a card from your hand on the bottom of your library for each mulligan you took.

TURN STRUCTURE

Each turn consists of five phases, a few of which have several steps.

BEGINNING PHASE

UNTAP STEP: You untap your tapped permanents.

UPKEEP STEP: On most turns, nothing happens during this step, but some cards have abilities that happen "at the beginning of your upkeep."

DRAW STEP: You draw a card.

FIRST MAIN PHASE

This is when you play most of your cards during your turn. You can play one land per turn, and you can cast any spells that you have the mana to pay for.

COMBAT PHASE

See a detailed explanation of combat on the next page.

SECOND MAIN PHASE

You get a second main phase after the combat phase ends. You can play a land (if you haven't already played one this turn), and you can cast any spells that you have the mana to pay for.

ENDING PHASE

- **END STEP:** Some cards have abilities that happen "at the beginning of the end step." Players frequently cast instants and activate abilities during their opponent's end step before they untap on their own turn.
- **CLEANUP STEP:** If you have more than seven cards in hand, discard cards until you have seven. Damage dealt to creatures still on the battlefield is healed. Any effects that last "this turn" or "until end of turn" end.

COMBAT

The combat phase is broken into several steps that always happen in the same order. Players can cast instant spells and activate abilities during each step.

BEGINNING OF COMBAT STEP: Some cards have abilities that trigger "at the beginning of combat." Those abilities happen at this time.

DECLARE ATTACKERS STEP: You declare which of your creatures are attacking (and which player or planeswalker they are attacking, if relevant) and tap them. Creatures can never attack other creatures directly.

DECLARE BLOCKERS STEP: Your opponent chooses which creatures will block each of your attacking creatures, if any.

MULTIPLE BLOCKERS: A defending player can assign multiple creatures to block a single attacking creature. If this happens, the attacking player can have their creature divide its combat damage however they want among the blocking creatures.

COMBAT DAMAGE STEP: All attacking and blocking creatures deal combat damage at the same time. Unblocked creatures deal combat damage to the player or planeswalker they are attacking. Blocked creatures deal combat damage to the creatures that blocked them, and vice versa.

END OF COMBAT STEP: Some cards have abilities that trigger "at end of combat." Those abilities happen at this time.

PLAY TIP It's helpful to say "going to attacks" or "going to combat" to let your opponent know you've finished your main phase and that you're ready to move on to combat.

SECTION 2: IMPORTANT CONCEPTS

THE GOLDEN RULE

The magic of *Magic* is that the rules of the game are just the beginning. It's the cards that do all the amazing things, letting you break nearly every rule you've learned thus far. Summoning sickness slowing you down? Look for creatures with haste to get things moving. One land per turn not enough? Plenty of cards out there break that rule too.

COMMON TERMS

SPELL: Every card you play that isn't a land is cast as a spell. Casting spells usually requires mana and sometimes requires you to choose targets *(see page 15)*.

RESOLVE: When a spell completes its effect and is put onto the battlefield (permanent) or into the graveyard (instants and sorceries), that's called "resolving" the spell.

ABILITY: A card's rules text includes its abilities. Some abilities work at all times. Other abilities must be activated—those will have a cost followed by a colon and then the effect. Some are triggered abilities that state when they happen and what their effects are.

TAP: Tapping a card is a way to show that it's been used for the turn. Lands tap when you use them for mana. Creatures tap when they attack. Other permanents may tap when their abilities are activated. To tap a card, turn it sideways. Tapped permanents untap at the beginning of your turn.

MANA: You spend mana to cast spells. There are six types of mana: white ✹, blue ●, black ●, red ●, green ●, and colorless ◆. You can tap lands you control to add mana, and then use it right away to cast spells. Once those lands untap again, they can again be used to create more mana and cast more spells. Mana is also used to activate abilities and pay other costs.

TARGET: Some spells and abilities require you to choose a target. The spell or ability will specify what kind of target is required, and you choose that target when you cast the spell or activate the ability. For example, Giant Growth gives +3/+3 to target creature, so when you cast it, you choose a creature to get +3/+3. If there are no creatures on the battlefield, you can't cast Giant Growth. If a spell "deals damage to any target," you can choose any creature, player, or planeswalker as a target for that spell.

RESPONDING TO SPELLS AND ABILITIES

You already know that instants (and most abilities) can be used at any time, even on your opponent's turn. Sometimes, you may want to cast those spells or use those abilities to respond to something your opponent is trying to do.

Any time a player casts a spell, other players have an opportunity to respond with any instants or abilities. If a player does respond, their instant or ability will resolve before the original spell does, and that instant or ability might impact what the original spell does. Spells and abilities that are waiting to resolve are in a zone called the *stack,* and objects on the stack resolve so that whatever was put there most recently will resolve first.

For example, if your opponent casts Lightning Strike targeting Bear Cub, a 2/2 creature, you could respond by casting Giant Growth to give your creature +3/+3 until end of turn. Your response, the Giant Growth, will resolve first, boosting Bear Cub to 5/5, and then the Lightning Strike will resolve, dealing 3 damage to it. Because the Giant Growth resolved first, Bear Cub has 5 toughness and survives the damage.

There are also instants that counter spells. A spell that is countered will not resolve and is put into its owner's graveyard. An instant that counters a spell has to be cast in response to the spell that it is trying to counter.

SPELLS FAILING TO RESOLVE

If a spell has one or more targets, but all of those targets become illegal before the spell resolves, the spell will not resolve at all. For example, if you target your Bear Cub with Defiant Strike, but then your opponent casts Murder in response, destroying your Bear Cub, Defiant Strike won't resolve and none of its effects will happen. You won't draw a card. If a spell has multiple targets and at least one of them is still legal, the spell resolves and does as much as it can.

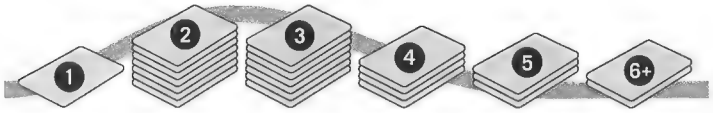
SECTION 3: DECK BUILDING & FORMATS

BUILDING AND CUSTOMIZING A DECK

Once you get used to playing *Magic*, it can be fun to customize your own deck! All *Magic* cards use the same rules and can be played together, so there are countless combinations of cards you can put together to create your deck.

NUMBER OF CARDS: Most *Magic* formats require your deck to have a minimum of 60 cards, and the popular Commander format uses decks of exactly 100 cards. In most formats, you can't include more than four of any card except basic land cards. In Commander, you can include only one of any card except basic land cards.

TIPS AND TRICKS: Be sure to include enough lands so you have enough mana to cast your spells. Most 60-card decks include 24–26 lands. Most Commander decks include 36–38 lands.



MANA CURVE: It can be helpful to include some low and high mana value cards in your deck so that you have impactful cards for all parts of a game.

FORMATS

There are many ways to play *Magic*! You can play against your friends using the decks in this kit, and many players find it fun to add in new cards from their collection and make their decks unique. Anything goes as long as you are having fun! Different formats have different rules for what sets are included and how decks are built.

CONSTRUCTED: In Constructed formats, players build decks from cards in their collection. There are several Constructed formats with different sets of allowable cards, such as Standard, Pioneer, and Modern. Standard uses only cards from the most recent sets, whereas Pioneer and Modern use cards from increasingly larger sections of the game's impressive history.

COMMANDER: One of the most popular ways to play is Commander, a multiplayer Constructed format where players build 100-card decks that feature a legendary creature (or sometimes a planeswalker) to lead their deck into battle. With a starting life total of 40 and commanders appearing multiple times throughout the game, Commander games are often longer, sometimes chaotic, but always a great time.

LIMITED: In Limited formats, building your deck is part of the experience! Players use randomized packs of cards and build 40-card decks using the cards they get (as well as any number of basic lands). In Booster Draft, players open packs and pass them around the table, taking a card out of each pack for their deck. In Sealed Deck, players just open their packs and build a deck from among the cards they open.

CARD LEGALITY: If you will be playing in events with your deck, you should make sure to build your deck using the card sets that are allowed for the format you will be playing. You can look at the different formats and rules for those formats at **Magic.Wizards.com/Formats.**

SECTION 4: GLOSSARY

CARD: Cards are the objects that make up your deck, regardless of what zone they are currently in. Tokens are never considered cards.

CAST: To cast a spell means to move it from wherever it is (usually your hand) to the stack and pay its cost. All players have a chance to respond to the spell, and then it will resolve.

COUNTER (A SPELL OR ABILITY): Some spells counter other spells or abilities. To counter a spell or ability means to remove it from the stack and put it into its owner's graveyard. A spell or ability that has been countered will not resolve.

COUNTER (ON A PERMANENT): Some cards put counters on permanents you control. These might include counters that confer abilities like lifelink counters, other named counters like loyalty counters, or counters that modify power and toughness like +1/+1 counters. Counters on permanents remain there as long as the permanent is on the battlefield. If the permanent leaves the battlefield for any reason and goes to any other zone, the counters will cease to exist.

CREATE (TOKENS): To create a token, you place an object to represent the token onto the battlefield. Tokens work like other permanents, but when a token leaves the battlefield for any reason, it moves to the new zone (such as your graveyard or your hand) and then immediately vanishes from the game. Tokens can be represented by printed tokens or any other object that can clearly represent the status of the token.

CREW: An ability of Vehicles that turns them into artifact creatures until end of turn. Although Vehicles have a printed power and toughness, they're not creatures until they're crewed (or another effect turns them into creatures).

DEATHTOUCH: If a creature has deathtouch, any amount of damage it deals to another creature is enough to destroy that creature. If a attacking creature has deathtouch and trample, it may assign 1 damage to each creature blocking it and the remaining damage to the defending player.

DEFENDER: Creatures with defender cannot attack. They can still block and tap to activate abilities.

DESTROY: If a permanent is destroyed, it's put into its owner's graveyard. Lethal damage can destroy a creature, and some effects can directly destroy any permanent.

DISCARD: To discard a card, put it from your hand into your graveyard.

DOUBLE STRIKE: If a creature with double strike is involved in combat, there will be two combat damage steps, the first for creatures with first strike and double strike, and the second for creatures with double strike and creatures that didn't deal damage in the first combat damage step. Players can cast instants and activate abilities in each of these steps.

ENCHANT: The enchant ability of an Aura defines what that Aura targets as it's cast as a spell. It also restricts what the Aura must be attached to while on the battlefield. If the Aura is ever unattached or attached to something that doesn't match what's described by its enchant ability, it's put into its owner's graveyard.

EQUIP: An ability of Equipment that attaches the Equipment to target creature you control. Equip abilities can be activated only during your main phase and only "as a sorcery," meaning not while any other spell or ability is waiting to resolve.

EXILE: To exile something, move it from the zone it is in to the exile zone.

FIGHT: When creatures fight, they deal damage equal to their power to each other. If either of the creatures is no longer on the battlefield before the fight happens, no damage is dealt and the fight does not occur.

FIRST STRIKE: Creatures with first strike deal combat damage before other creatures. If there is a creature with first strike involved in combat, there is an additional combat damage step where only creatures with first strike (and double strike) deal combat damage. Then, during a second combat damage step, all creatures that haven't yet dealt combat damage do so. Players can cast instants and activate abilities in each of these steps.

FLASH: Cards with flash can be cast at any time on either player's turn, just like instants.

FLASHBACK: Instants and sorceries with flashback can be cast from your graveyard in addition to your hand. To cast a card with flashback from your graveyard, you pay the flashback cost rather than the normal mana cost. If that spell would leave the stack for any reason, including resolving or being countered, it is instead exiled.

FLYING: Attacking creatures with flying can't be blocked except by creatures with flying or reach.

HASTE: Creatures with haste can attack and use their abilities with ↷ in the cost on the turn they come under a player's control.

HEXPROOF: A permanent with hexproof can't be chosen as the target of a spell or ability an opponent controls. It can still be targeted by its controller's spells and abilities, and spells and abilities that don't target may still affect it.

INDESTRUCTIBLE: A permanent that has indestructible cannot be destroyed. Creatures with indestructible can still be dealt damage, and lethal damage is still calculated as normal for the purposes of assigning damage in combat. Indestructible creatures can still be sacrificed, exiled, or otherwise change zones, and they will still die if they have toughness 0 or less.

LIFELINK: Damage dealt by a source with lifelink also causes its controller to gain that much life. Multiple instances of lifelink are redundant and won't cause a player to gain additional life.

MANA: Mana is the magical energy used to cast spells. It's mainly produced by lands, although other permanents can also add mana. There are six types of mana: white ✳, blue 💧, black 💀,red 🔥, green 🌳, and colorless ◈.

MENACE: Creatures with menace cannot be blocked except by two or more creatures.

MILL: To mill a number of cards, put that many cards from the top of your library into your graveyard.

MORBID: Morbid abilities care about whether a creature died this turn. Creatures dying for any reason, such as being sacrificed, being dealt lethal damage, or being destroyed by a spell, will count for these abilities. Creatures being exiled or put in zones other than the graveyard will not count. Different morbid abilities have different effects and will say what they specifically do on the card.

PERMANENT: A permanent is any card or token on the battlefield.

PLAY: To play a card means either casting a spell or putting a land onto the battlefield during your main phase as your one land per turn.

RAID: Raid abilities care about whether you attacked with a creature this turn. It doesn't matter if the creature that attacked is still in combat or on the battlefield. Different raid abilities have different effects and will say what they specifically do on the card.

REACH: Creatures with reach can block creatures with flying.

SACRIFICE: To sacrifice a permanent, you put it into its owner's graveyard. You can sacrifice only permanents you control. Sacrificing a permanent causes it to die, but it doesn't destroy it, so abilities like indestructible won't prevent a sacrifice.

SCRY: To scry a number of cards, you look at that many cards from the top of your library. You may put each of those cards either on the top or the bottom of your library in any order.

TRAMPLE: Attacking creatures with trample can assign any excess damage to the defending player or planeswalker being attacked, even if they are blocked. Lethal damage must first be assigned to all blocking creatures, and the remaining damage is assigned to the defending player or planeswalker.

VIGILANCE: Creatures with vigilance don't tap when they attack.

WARD: Ward is a triggered ability that makes permanents more costly to choose as targets. Each ward ability is followed by a cost. If an opponent chooses a permanent with ward as the target of a spell or ability they control, the ward ability triggers. As that ability resolves, the opponent must pay that cost or their spell or ability will be countered. Ward costs are usually mana, but they can also include life or other things.

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